

METHOD AND APPARATUS FOR IMPLEMENTING IN VIDEO A
SECONDARY GAME RESPONSIVE TO PLAYER INTERACTION
WITH A PRIMARY GAME

ABSTRACT OF THE DISCLOSURE

5 A method for operating a group of gaming machines
interconnected by a network to play both primary and secondary games
from the machines. Each of the gaming machines has a primary game
associated with it. Play is allowed to occur on the gaming machines
10 while a triggering event is detected. In a preferred embodiment, the
triggering event is detected by monitoring an operating parameter of the
gaming machines over the network, such as total coins played. A
predetermined criterion or threshold is set for the operating parameter
and, if the operating parameter meets the predetermined criterion, a
15 triggering event signal is sent through the network. Upon the
occurrence of the triggering event, a secondary game is initiated from a
selected one of the gaming machines whereby the secondary game is
common to the group of gaming machines. ~~The secondary game is most
preferably a wheel-of-fortune type game and is displayed in common to~~
20 ~~all of the machines and local spectators on a plasma-based display
monitor of the type marketed by Fujitsu under their Plasmatron™
brand. Driving the plasma-based monitor is an animation computer
that contains software coded animation programs for displaying the
wheel-of-fortune and related audio/video events responsive to a stand-~~
25 ~~alone bonus server (SBS).~~